



Autodesk Kynapse Middleware Licensed for America's Army 3 Computer Game

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Intelligent Non-player Characters Will Enhance Game Play in the New Title

SAN RAFAEL, Calif., April 28 /PRNewswire-FirstCall/ -- Autodesk, Inc. (Nasdaq: ADSK) has announced that the U.S. Army has licensed Autodesk Kynapse artificial intelligence (AI) middleware for the America's Army 3 computer game. Kynapse will help to enhance game play in the new title by providing AI to various classes of non-player characters (NPCs). NPCs are characters that are not controlled by the individual playing the computer game. America's Army 3 will be released in 2009.

"Autodesk Kynapse will allow us to enhance game play for America's Army 3 in several ways," explained Michael Barnett, chief engineer for the America's Army titles. "First, interactions with indigenous NPCs will be paramount to the successful completion of mission objectives. Second, NPCs on opposing forces will function as individuals, as well as part of a squad, using squad-based counter-tactics for future cooperative game play modes. Third, the game's vast environments will be populated with a large number of NPC civilians that move, behave and react to players realistically."

"America's Army is more than just a computer game; it is also used to develop simulations for U.S. government agencies," said Marc Stevens, vice president of Autodesk's Games Technology Group. "These simulations require characters with realistic behavior patterns. We are very pleased that the U.S. Army has chosen Autodesk Kynapse to help meet this need."

Autodesk Kynapse is a world leading AI solution for game development and real-time simulations. Designed to give NPCs spatial awareness so that they can realistically navigate digital environments, this high-performance engine supports dynamic 3D pathfinding, 3D topology analysis, and team coordination. Additional advanced pathfinding capabilities include destructible environment evaluation, large-crowd pathfinding in complex terrains and automatic AI data generation. Kynapse has been adopted for more than 80 AAA game titles. It is also being used by a large number of companies building defense and security simulations such as Total Immersion Software, EADS and Rheinmetall Defense.

In addition to Kynapse, the America's Army team is using several other Autodesk solutions for games. Autodesk SketchBook Pro software is used to sketch concepts and orthogonal images in preparation for modeling. Both Autodesk 3ds Max and Autodesk Maya software are also used to develop all of the in-game models and keyframe animation sequences; while Autodesk MotionBuilder software is used for more complex animation sequences and to assist in recording and cleaning up motion capture data. Additionally, multiple seats of Autodesk Mudbox software have been added in order to assist developers with the creation of next-generation assets.

About America's Army

The Army creates and distributes America's Army so that young Americans can virtually explore Soldiering in the U.S. Army like Soldiers experience it - as individuals and as members of teams. Through the Game's virtual experiences, young Americans can explore the Army from basic training at Fort Benning, Georgia, and medic training at Fort Sam Houston, Texas to operations in defense of freedom. Along the way, they can join elite Army units and experience the strength of Army teamwork, values and technology within an engaging environment. The game has become an online phenomenon, consistently ranking among the most popular PC action games played online. The games are rated T for Teen and can be downloaded free from various partners listed on the www.americasarmy.com website. They are also distributed at local Army Recruiting stations, ROTC Detachments and Army events.

In the America's Army game, players are bound by Rules of Engagement (ROE) and grow in experience as they navigate challenges in team-based, multiplayer, force on force operations. In the game, as in the Army, accomplishing missions requires teamwork and adherence to the Army's core values. Through its emphasis on team play, the game demonstrates these values of loyalty, duty, respect, selfless service, honor, integrity and personal courage and makes them integral to success in America's Army.

The Army launched America's Army in July of 2002, and has released major updates to the game every few months. These releases feature new technologies, missions, Army units and occupations. In keeping with the dynamic nature of Soldiering, the America's Army game will continue to expand and will allow players to explore the Army of today, tomorrow and the future. An entirely new version of the game, America's Army 3, will be released in 2009.

About Autodesk

Autodesk, Inc. is the world leader in 2D and 3D design software for the manufacturing, building and construction, and media and entertainment markets. Since its introduction of AutoCAD software in 1982, Autodesk has developed the broadest portfolio of state-of-the-art Digital Prototyping solutions to help customers experience their ideas before they are real. Fortune 1000 companies rely on Autodesk for the tools to visualize, simulate and analyze real-world performance early in the design process to save time and money, enhance quality and foster innovation. For additional information about Autodesk, visit www.autodesk.com.

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